



JUANA M. SANCHO-GIL

Universitat de Barcelona

CRISTINA ALONSO-CANO

Universitat de Barcelona

JUDITH ARRAZOLA-CARBALLO

Universitat de Barcelona



DIYLAB

PEDAGOGY FIRST. FROM TOOLS  
TO EDUCATIONAL VISIONS: THE  
DIYLAB PROJECT

esbrina 



Lifelong  
Learning Programme



# 1. WHAT IS DIYLAB ABOUT?



## **Do It Yourself in Education (DIYLab)**

### **Expanding Digital Competence To Foster Student Agency And Collaborative Learning**

Partially funded with support from the European Commission. Lifelong Learning Programme. Education, Audiovisual and Culture Executive Agency.  
543177-LLP-1-2013-1-ES-KA3MP

This presentation reflects the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.

# BACKGROUND

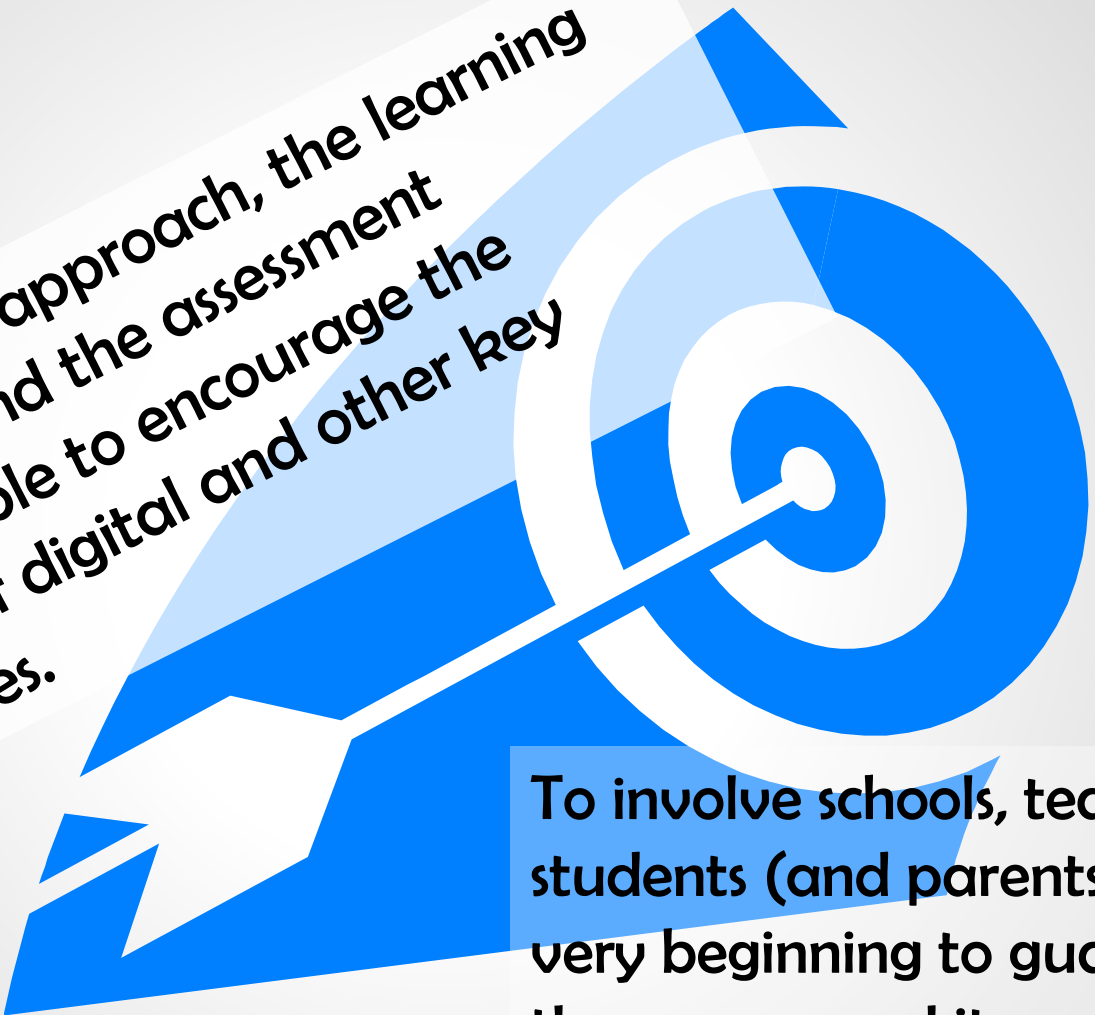
## Increasing need of

- understanding and fostering the skills required to make education better suited to meet the challenges of the knowledge society,
- better equipping citizens with key competences
- developing a 21st century lifelong and life-wide learning culture

# LESSONS LEARNT

- The introduction of a tool –not matter how powerful it could be–, in educational institutions with deeply rooted organizational and teaching cultures hardly becomes the Trojan horse, as argued by Seymour Papert, or the foothold that will move the world, in this case education (Conlon & Simpson, 2003; Balanskat, Blamire & Kefala, 2006; Condie & Munro, 2007; Law, Pelgrum & Plomp, 2008; Sancho & Alonso, 2012).
- Schools aiming to meet individual and societies learning needs should undergone a profound organizational, epistemological (how knowledge is understood and represented) and pedagogical (teaching, learning and assessment conceptions) transformation (Chen, 2010; Law, Yuen & Fox, 2011; OECD, 2013; Yang, Z., Yang, H. H., Wu & Liu, 2014).

**The pedagogical approach, the learning opportunities and the assessment approaches able to encourage the acquisition of digital and other key competences.**



**To involve schools, teachers, students (and parents) from the very beginning to guarantee the process and its sustainability**

# 1. WHAT IS DIYLAB ABOUT?



## **Do It Yourself in Education (DIYLab)** **Expanding Digital Competence To Foster Student Agency And Collaborative Learning**

Partially funded with support from the European Commission. Lifelong Learning Programme. Education, Audiovisual and Culture Executive Agency.  
543177-LLP-1-2013-1-ES-KA3MP

This presentation reflects the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.

# PHILOSOPHY/PERSPECTIVE

EISENBERG & BUECHLEY (2008), GUZZETTI, ELLIOTT, WELSCH (2010), KAFAI & PEPPLER (2011), LANKSHEAR & KNOBEL (2010); McKAY (1998), SPENCER (2005).

DIY, or Do It Yourself, is a philosophy that puts the **student at the center of the learning experience**, by turning it into the **maker** of its own learning materials

This project aims, develop to foster student's **agency**, **collaboration** and **digital skills**, using any kind of technology, to make them lifelong and lifewide learners.



# DIYLAB PROJECT



Lifelong and  
Life-wide Learning  
by expanding students'



# PARTNERS



University of Barcelona  
Grup de recerca Esbrina  
Barcelona, Spain



University of Oulu  
Oulu, Finland



Charles University  
Prague, Czech Republic



Escola Virolai  
Barcelona, Spain

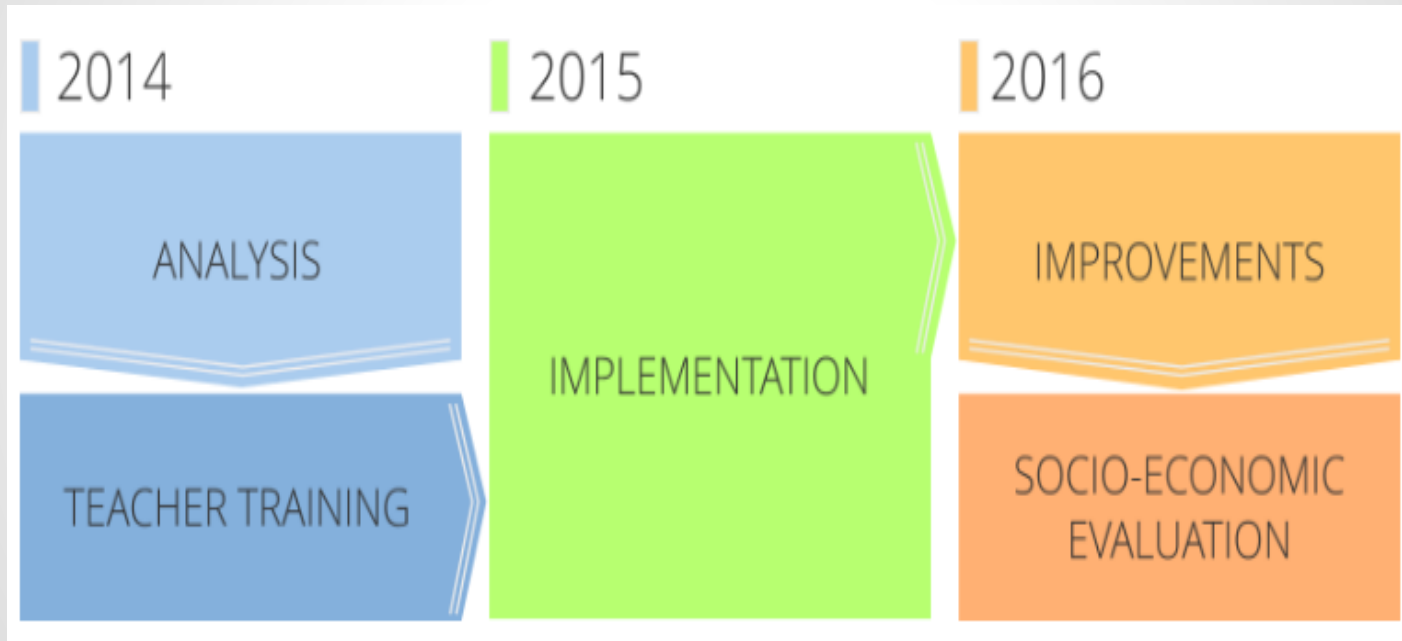


Oulu University Teacher  
Training School  
Oulu, Finland



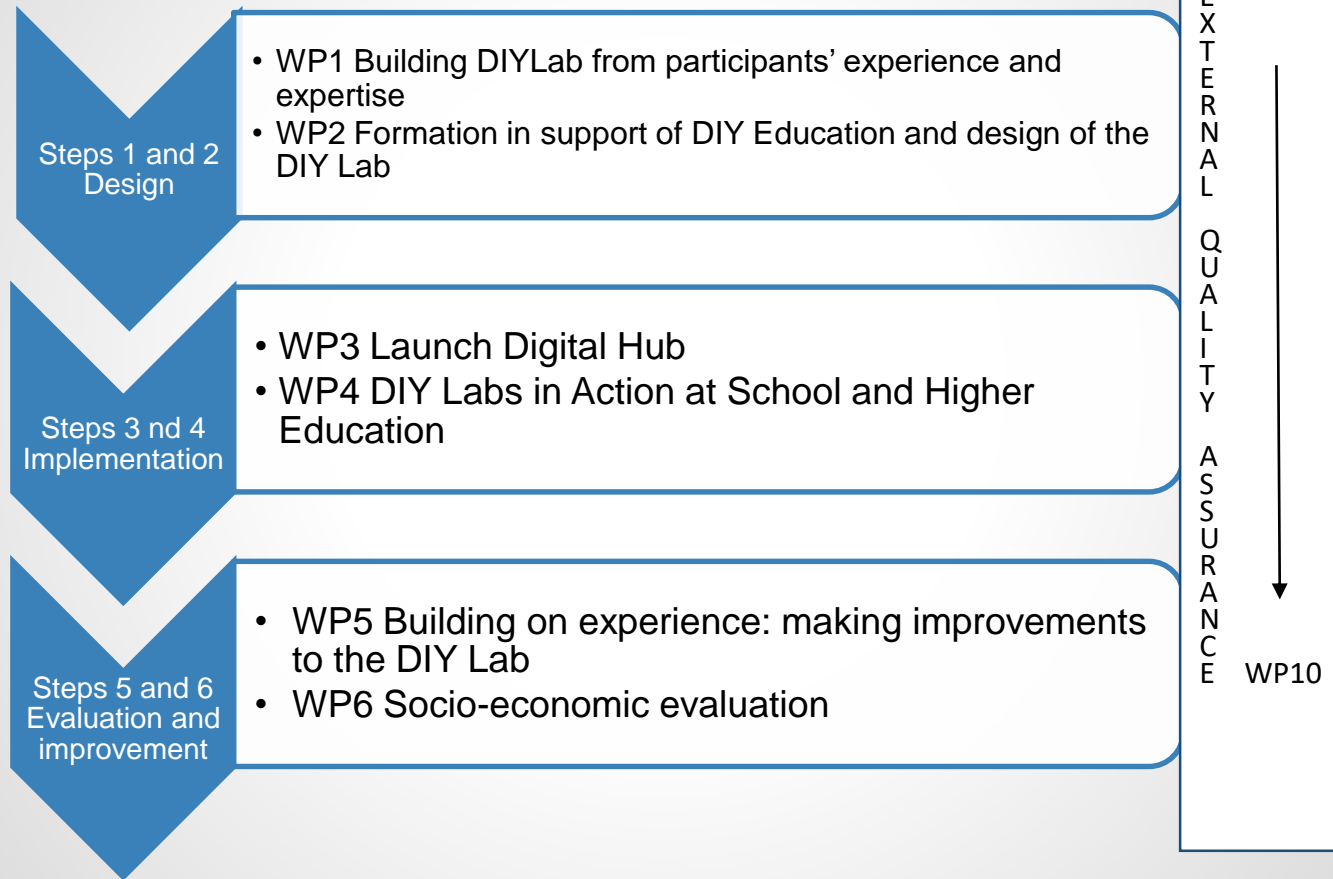
ZŠ Korunovační  
Faculty School  
Prague, Czech Republic

# SCHEDULE PLANNING





## Collaborative Action Research circle



WHERE SCHOOLS WHERE

**13 documents were analysed:**

- **National curricula:**
- **Schools syllabi**

**School equipment**

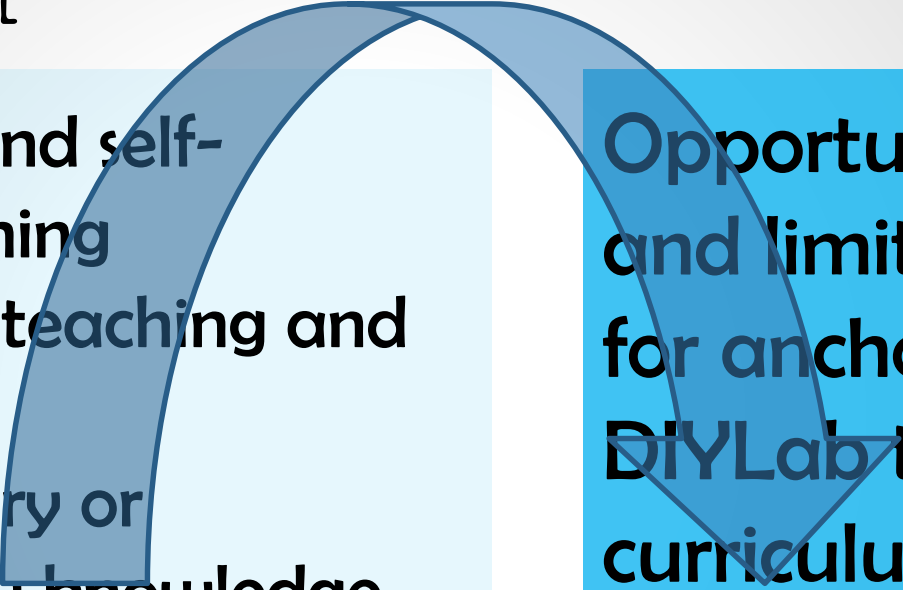
**Students access digital technology**



# WHERE SCHOOLS WHERE: FOCUS GROUPS

Level	Teachers	Parents	Students	Country
<b>Primary &amp; Secondary</b>	<b>5 Primary</b> <b>6 Secondary</b>	<b>6 Primary</b> <b>6 Secondary</b>	<b>6 Primary</b> <b>6 Secondary</b>	Spain
	<b>8 Combined</b>	<b>10 Combined</b>	<b>8 Combined</b>	Finland
	<b>8 Primary</b> <b>7 Secondary</b>	<b>5 Primary</b> <b>6 Secondary</b>	<b>10 Primary</b> <b>6 Secondary</b>	Czech Republic
<b>Total</b>	<b>34</b>	<b>23</b>	<b>36</b>	<b>93</b>

# WHERE SCHOOLS WHERE

- 
1. Autonomous and self-regulated learning
  2. Inquiry-based teaching and learning
  3. Transdisciplinary or interdisciplinary knowledge, links and connections
  4. Digital competence
  5. Collaborative learning

**Opportunities  
and limitations  
for anchoring  
DIYLab to the  
curriculum**



# TOWARDS THE IMPLEMENTATION OF DIYLAB



Learn from the knowledge or  
the experience of the group.

Training workshops  
for participants



02:34



HD :: vimeo

# TOWARDS THE IMPLEMENTATION OF DIYLAB

## Perspective

- Increasing our understanding of DIY perspective/philosophy/culture



## Digital Technology

- What have we done?
- How has it been done?
- What have we learnt?



# DIY LAB

## HUB

# TOWARDS THE IMPLEMENTATION OF DIYLAB

## Pedagogy

- **WHERE:** at what times and in which contexts of the syllabus would we implement the DIYLab?
- **WHERE:** what timing do we forecast: continuous hours, fractioned time, specific moments, etc.?
- **HOW:** ideas about how the project can be implemented.
- **WHO:** who should be involved: one teacher per classroom, several, external agents...
- **WHAT:** what we need to be able to work. What tools and resources.
- **EVALUATION:** how we envisage it.
- **DIFFICULTIES AND ADVANTAGES:** of implementing the project.

# IMPLEMENTING DIYLAB

<b>Primary and secondary school</b>	<b>Num. of Pupils</b>	<b>Num. of Teachers</b>	<b>Num. of Subjects</b>	<b>Num. of projects</b>	<b>Num. of Digital objects published on the DIYLabHub</b>
Spain	95	15	9	2	32
Finland	114	14	18	9	56
Czech Republic	269	7	13	20	20
<b>Total</b>	<b>478</b>	<b>36</b>	<b>40</b>	<b>31</b>	<b>108</b>

DIYLab in primary and secondary schools described by numbers

# MAKING DIYLAB SUSTAINABLE

## **The philosophy**

- **Strengths, valuables, Weaknesses of DIY culture at school level**

## **The activities**

- **What has been done? What has been done differently than before? Strengths and valuables; Weaknesses and problems**

## **The future**

# MAKING DIYLAB SUSTAINABLE

Level	Teachers	Parents	Students	Country
<b>Primary &amp; Secondary</b>	<b>4 Primary</b> <b>5 Secondary</b>	<b>3 Primary</b> <b>5 Secondary</b>	<b>4 Primary</b> <b>7 Secondary</b>	Spain
	<b>6 Primary</b> <b>6 Secondary</b>	<b>6 Primary</b> <b>4 Secondary</b>	<b>34 Primary</b> <b>6 Secondary</b>	Finland
	<b>4 Primary</b> <b>4 Secondary</b>	<b>3 Primary</b> <b>5 Secondary</b>	<b>5 Primary</b> <b>10 Secondary</b>	Czech Republic
<b>Total</b>	<b>29</b>	<b>26</b>	<b>66</b>	<b>121</b>



# MAKING DIYLAB SUSTAINABLE: CONCLUSIONS

## Pedagogy

- Further exploring with students the implications of DIY philosophy in the teaching and learning processes
- Fundamental transformation of students' role from consumers to prosumers
- Requires reflection spaces between students and teachers to enhance a pedagogical relationship build on mutual trust and responsibility

# MAKING DIYLAB SUSTAINABLE: CONCLUSIONS

## DIGITAL TECHNOLOGY

The need of further developing and improving:

- The intensive use of technology (not only digital but understood as all available resources) from an educational and critical point of view.
- The use and development of multi-literacies and modes of expression and communication.
- Contemporary approaches to diversified representations and conceptions of knowledge.

# MAKING DIYLAB SUSTAINABLE: CONCLUSIONS

## Organizational

The need of:

- Inviting more teachers to join in the adventure, making possible more transversal implementations.
- Include these issues in all institutional instances, which deal with curriculum matters (coordination meetings, Boards of Studies, etc.).

# REFERENCES

- BUCKINGHAM, D. (2007). *Beyond Technology: Children's Learning in the Age of Digital Culture*. Cambridge: Polity Press.
- EISENBERG, M. & BUECHLEY, L. (2008). Pervasive Fabrication: Making Construction Ubiquitous in Education. *Journal of Software*, 3(4), 62-68. doi:10.4304/jsw.3.4.62-68.
- GUZZETTI, B., ELLIOTT, K. & WELSCH, D. (2010). *DIY Media in the Classroom*. New York, NY: Teachers College Press.
- KAFAI, Y. B. & PEPPLER, K. A. (2011). Developing Participatory Competencies in Creative Media Production. *Review of Research in Education*, 35(1), 89-119. doi: 10.3102/0091732x10383211
- KOP, R. & HILL. A. (2008). Connectivism: Learning theory of the future or vestige of the past? *The international Review of Research in Open and Distributed Learning*, 9(3).
- LANKSHEAR, M. & KNOBEL C. (Eds.). (2010). *DIY media. Creating, sharing and learning with new technologies*. New York, NY: Peter Lang.
- MCKAY, G. (1998). DIY culture: Notes towards an intro. In G. McKay (Ed.), *DIY Culture: Party and Protest in Nineties Britain* (pp. 1-53). London: Verso.
- SANCHO, J. M. & ALONSO, C. (Coords.). (2012). *La fugacidad de las políticas, la inercia de las prácticas*. Barcelona: Octaedro.
- SANCHO, J.M. & PADILLA, P. (2016). Promoting digital competence in secondary education: are schools there? Insights from a case study. *New Approaches in Educational Research*, 5(1), 57-63 . DOI: 10.7821/naer.2016.1.157
- SIEMENS, G. (2008). *Learning and knowing in networks: Changing roles for educators and designers*. Paper 105: University of Georgia IT Forum.
- SPENCER, A. (2005). *DIY. The rise of Lo-Fi culture*. London: Marion Boyars.



# The group

The consolidated research group **Esbrina — Subjectivities, Visualities and Contemporary Learning Environments** (2014 SGR 632).

<http://esbrina.eu>



JUANA M. SANCHO-GIL



CRISTINA ALONSO -CANO



JUDITH ARRAZOLA-CARBALLO

